NES-NW-USA ★

NINJA 外伝 II
GAIDEN™

THE DARK SWORD OF CHAOS

INSTRUCTIONS

TECMO®

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Thank you for selecting the fun-filled "NINJA GAIDEN II" game pak by TECMO, INC.

Ninja Gaiden II is another fine addition to the Tecmo Theater Series, where fascinating story lines are combined with movie-like animation. The Cinema Display technique is used in Ninja Gaiden II, which is the second part of the continuing saga of the Ninja Ryu. Let yourself be drawn into the world of Ninja Gaiden II as the story, with its amazing audio and visual thrills, unfolds right before your very eyes on your television screen.

In this game, many exciting action scenes await you. You must use your special techniques to make your way through the game and toward the conclusion of the story. Enter the world of Ninja Gaiden II and have a great time.

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

THE STORY

In order to avenge his father's death, Ryu had come to America, where he was suddenly attacked by a mysterious army. After escaping from a narrow brush with death, Ryu came face to face with a mysterious woman. Fire came shooting out of the shining gun in her hand, and suddenly everything in front of Ryu began to grow hazy.

Waking up in an underground dungeon, Ryu was handed a strange statue by the same woman, who told him to take it and make his escape. Without fully understanding what was going on around him, Ryu took the statue and made his way out of the enemy territory.

Ryu then went to see Dr. Smith, an archaeologist friend of his father, and learned about the light and dark statues of an evil demon. Just as they were talking, the dark statue was snatched away by an enemy ninja. "Ryu, go after him!"

After retrieving the statue, he returned to Dr. Smith's cabin only to find the doctor lying on the floor, mortally wounded. Just before he died, the doctor whispered, "Ryu, now the light statue has been taken . . ." When Ryu looked up from Dr. Smith's side he found that he was surrounded by a band of men dressed in black from head to foot. They were all pointing guns at him.

These men took Ryu to a secret CIA base and to the office of Chief Foster. Foster explained to Ryu that the mysterious woman, Irene, was really a spy for the CIA, and told him about Jaquio's plans and about his Temple of Darkness. Foster then forced Ryu to take on the perilous mission of recovering the stolen light statue of the evil demon.

Ryu made his way toward the Temple of Darkness located deep in the Amazon jungle. But Jaquio, who was holding Irene hostage in the temple, blackmailed Ryu into giving up the dark statue of the demon that he had been carrying and dumped Ryu down into an underground cave.

Ryu was finally able to escape from the cave, but as he climbed over the last cliff, he came face to face with the villain who had killed his father, Bloody Malth. Malth had been waiting for him. Ryu and Malth duelled to the death. With his last breath, Malth gave Ryu some unexpected news: "Your father is alive."

A masked demon was waiting inside the shrine to fight off Ryu's attack. Ryu shouted, "Nobody can beat me!" But the eerie voice of Jaquio thundered the question, "Not even your own father?" The masked demon was really Ryu's father Ken who had been put under some kind of trance.

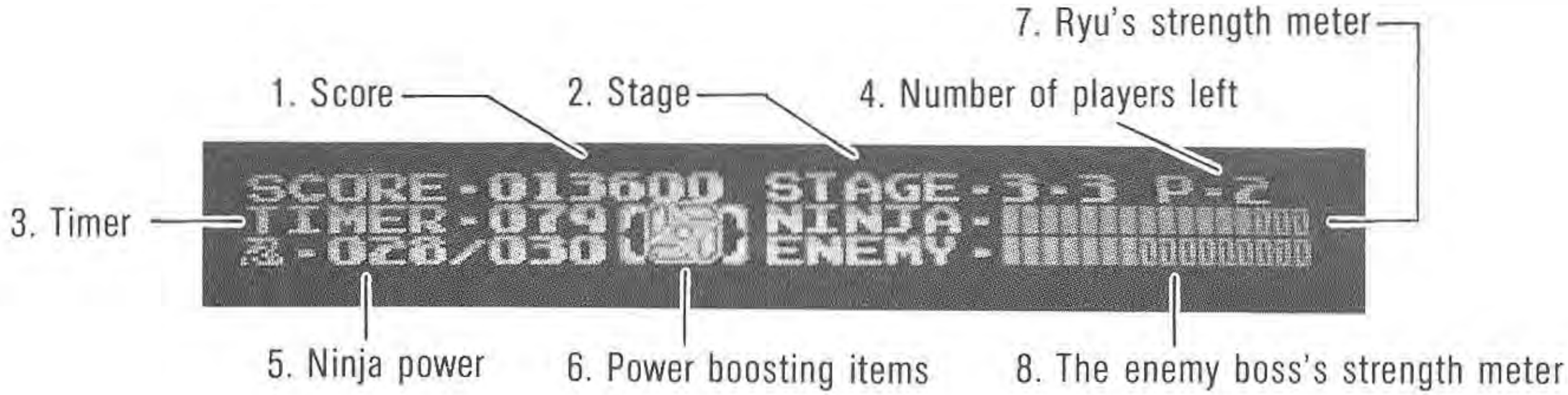
Finally freed from Jaquio's evil control, Ken came to his senses only to find that Jaquio was about to kill Ryu. Ken threw himself in front of Ryu, and acted as a shield to protect his son from the balls of fire. Realizing what had happened, Ryu went mad with rage and charged at Jaquio.

After defeating Jaquio, Ryu rushed back to his father's side. His father instructed him to take the light and dark statues of the evil demon out of the temple. But just as Ken was gasping this message to his son, the moon began to grow dark. "It's an eclipse!" shouted Ryu. The statues of the evil demon began to grow in the darkness. The moon, blackened by the earth's shadow, was beginning to bring the evil demon back to life.

But the evil demon was finally defeated, and the temple crumbled upon itself with a deafening roar. Ryu and Irene looked out upon the ruins of the temple. The morning sun shone down upon them and cleared up the deep sense of darkness and evil that had once hovered in the air.

A year has passed, and still the activity down at the bottom of the realm of darkness continues. Ashtar, the evil lord who secretly controls Jaquio, is now on the move.

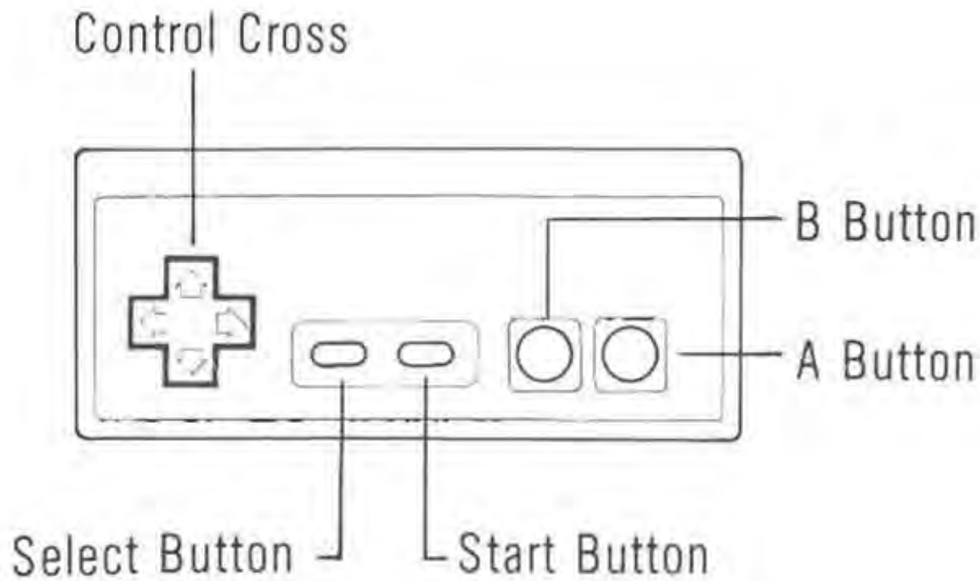
THE DISPLAY SECTION



1. Your present score is displayed here. You get an extra player for every 100,000 points you score.
2. The number of the present stage is displayed here.
3. When the timer reaches zero you lose one of your players.
4. When the number of your players reaches zero the game is over.
5. Your ninja power is displayed here. The left side shows your present power level, and the right side shows the maximum level possible.
6. The variety of power boosting items that you can use are displayed here.
7. Your player's strength is displayed here. Every time your player is injured you lose some power, and when this value reaches zero you lose one player.
8. The enemy boss's strength is displayed here. Every time you injure the enemy he loses some power. When this value reaches zero you have defeated one enemy boss.

NAMES OF CONTROLLER PARTS

*THIS GAME IS FOR ONE PLAYER ONLY!



START BUTTON

- Press to start
- Becomes (pause) button when game is in play
- Press to skip Cinema Display

SELECT BUTTON

- Not used

CONTROL CROSS

- Controls the Ninja's direction

BUTTONⒶ

- Jump button for Ninja

BUTTONⒷ

- Controls sword thrust.

OPERATIONS FOR RYU

You can jump up in the air to grab onto a wall or ladder. Also, by moving the Control Cross up and down, you can climb up and down walls and ladders.

A jump by kicking-off of the wall

When you are holding onto a wall or a ladder, you can press the Control Cross in the opposite direction that your player is facing and press the A button to make a jump by kicking-off of the wall.

Attacking from the wall

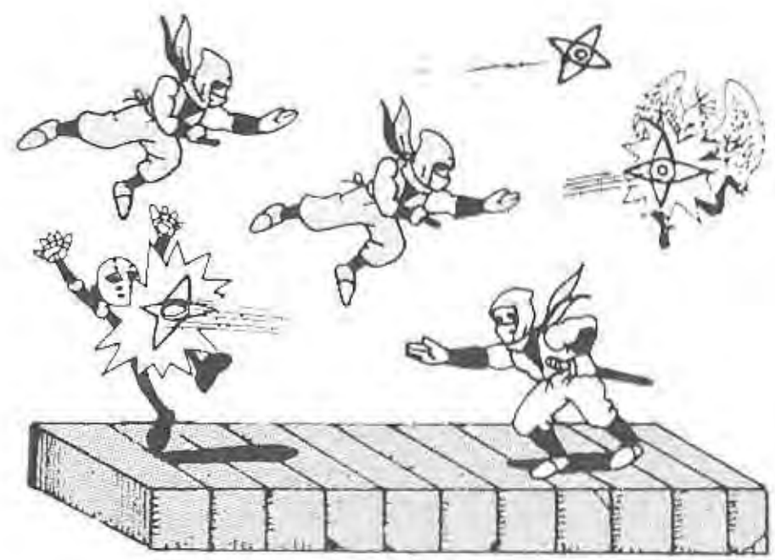
When you are holding onto a wall or a ladder, you can only attack with the power boosting items that you have in your possession. To make an attack with one of your power boosts, press the Control Cross to the left or right and then press the B button, and the item will go in the direction you have chosen with the Control Cross.

★ If you press the B button without setting the direction with the Control Cross, the item will fly in the direction that your player is facing.

TECHNIQUES FOR A SURE VICTORY

Split your body for multiple attack

Ryu has the power to split his body into three. The extra images that he makes by splitting his body will stop right in mid-air after he jumps down from any high place. Use this special technique to attack enemies that fly toward you. This technique is especially effective when you are attacking the boss of the third stage. By causing Ryu's body to split, you can also use the extra images to attack the enemies that come at Ryu from both sides at once.

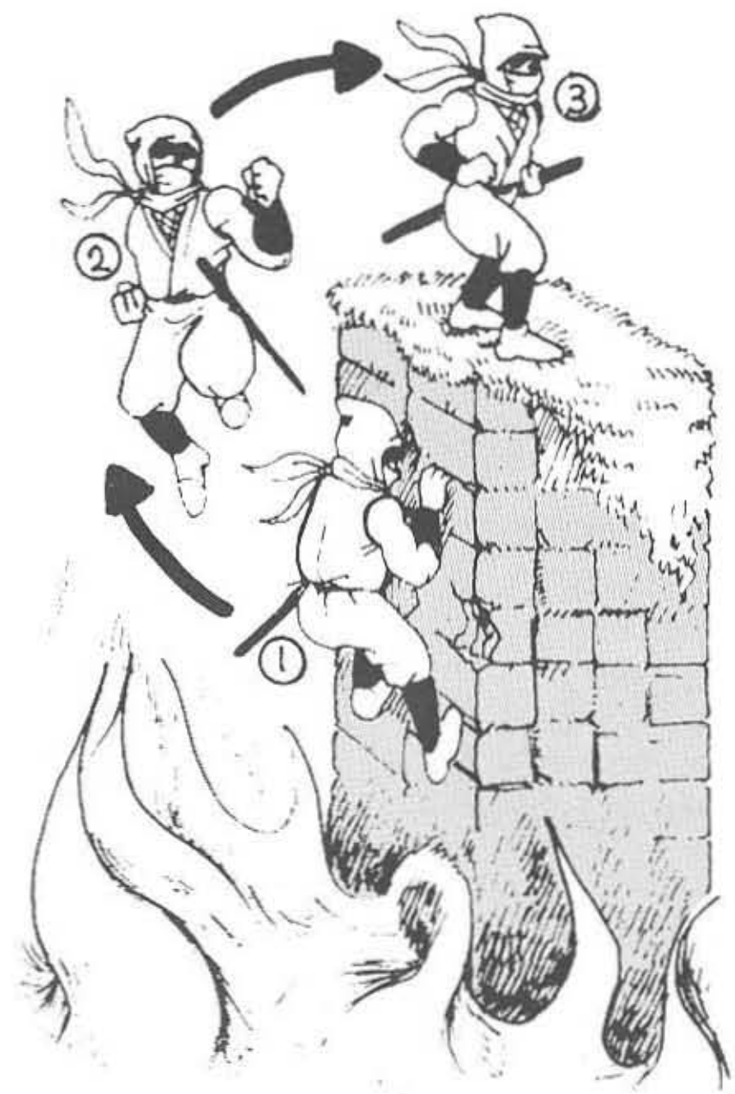


Make effective use of the fire wheel

When you perform the invincible fire wheel, a wheel of fire will come flying from the bottom of the screen toward Ryu. You can injure your enemy when the wheel of fire comes flying at Ryu by making sure that the enemy is caught between Ryu and the fire wheel, as shown in the picture.

Use a swift kick-off jump from the wall to get out of tight pinches

When you can't jump all the way across a chasm, or if you have taken a wrong step, you might wind up in a position like the one shown in the picture. It's very difficult to escape once you have gotten into this position. But you can make use of this special technique. Climb up to the top of the wall and make a kick-off jump from the wall. Move the Control Cross quickly in the opposite direction, while holding down the A button, and you will be able to jump high up into the air. Keep practicing this technique until you are sure you have mastered it.

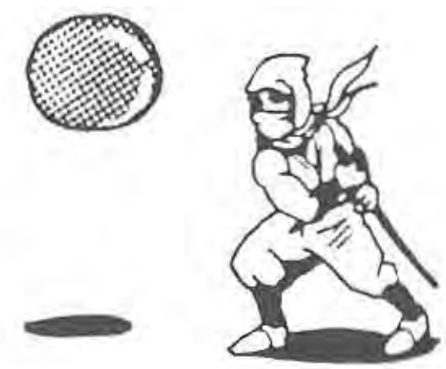


Eliminate your enemies with the windmill throwing star

Throw the windmill throwing star, then jump up into the air so that the throwing star won't come around and hit Ryu, and the windmill throwing star will keep flying around the screen continuously. You can defeat many of your enemies with only a little reserve of Ninja power by using this technique. Use this throwing star carefully, however, because if you throw it off the screen it will disappear.

THE ITEMS

Cut the dragon spirit crystal ball and an item will appear. Use the items to your advantage as you fight through the many battles.



Ninja power

Ryu needs this special power when he wants to use Ninjutsu fighting techniques. Get this item and your ninja power will be increased. There are blue and red varieties. A blue one is worth ten points, and a red one will build your ninja power up to its maximum level all at once.

The Scroll of the Spirit of the Dragon

Get this item and the maximum level of Ryu's ninja power will go up.

(red)

Splitting your body

Get this item and up to two extra players will appear to join Ryu in his battle and back him up.

Medicine for recovery

This item will help to relieve some of Ryu's exhaustion from fighting in so many battles. Get this item and the amount on Ryu's strength meter will be increased by six times.

(blue)

1-Up

This item will increase your number of players by one. Be sure to try and get this item if you can.

Bonus

There are blue and red bonuses. 1,000 points will be added to your score with a blue bonus, and 2,000 points with a red one.

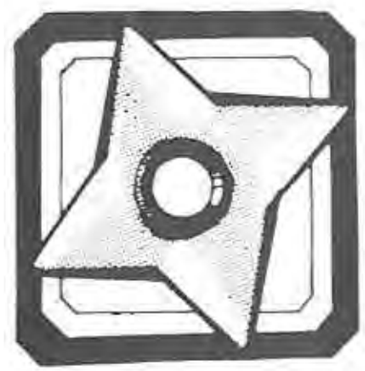
POWER BOOSTING ITEMS

You can get the various power boosting items and use them to build up your power. Using the power boosting items, however, will use up some of your ninja power. All of the power boosting items are used by moving the Control Cross upwards and pressing the B button.

★ The numbers in the parentheses show how much of your ninja power is used.

Throwing Star (5 points)

This is one of the basic weapons in the world of Ninjutsu. Throw this throwing star and it will fly straight in the direction that your player is facing and injure the enemy when it hits.

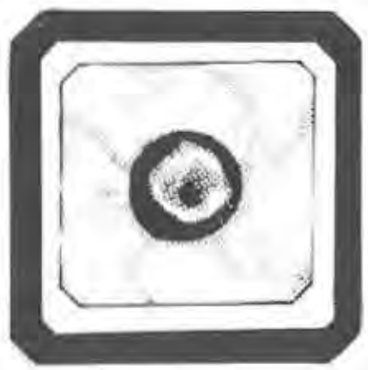


Windmill Throwing Star (10 points)

This throwing star will cut right through your enemy and keep on flying to the edge of the screen. When it reaches the edge it will come flying back. This weapon will injure every enemy that it touches.

The Art Of The Fire Wheel (8 points)

After long training, Ryu developed this secret skill. With this skill he can throw fire wheel at his foes and burn them up.

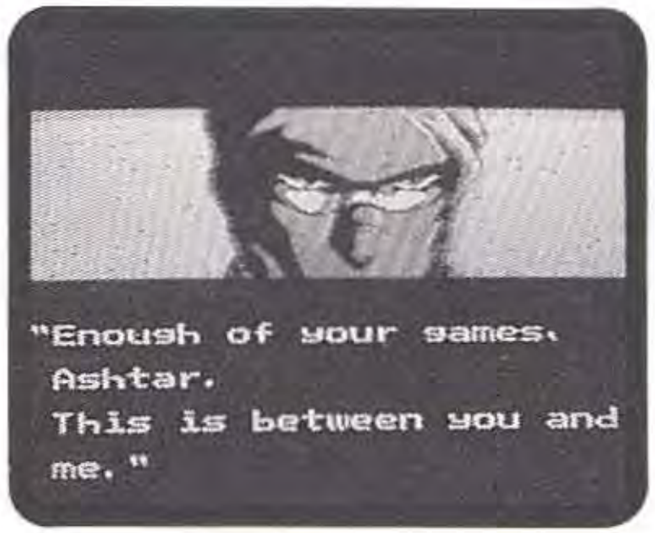


Fire Dragon Balls (8 points)

Only warriors who possess the Dragon Sword are allowed to use this skill. Use this skill to transform the power that is contained in the sword into balls full of electric power, and then throw these balls at the enemy.

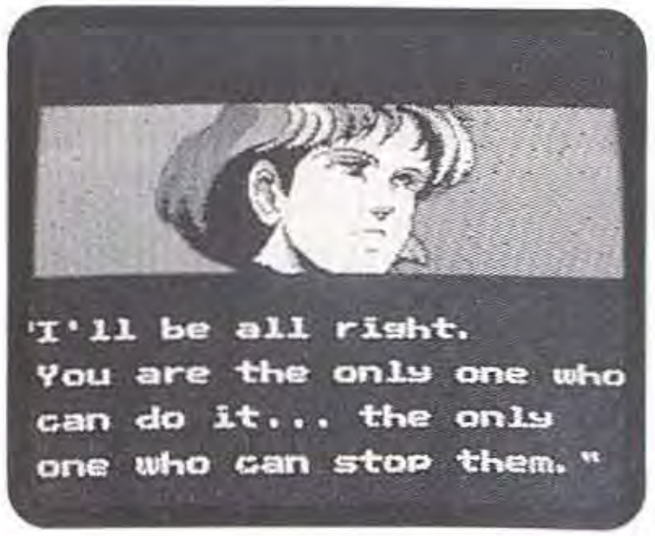
Invincible Fire Wheel (15 points)

Ryu can make flames appear out of nowhere, make them whirl around his own body, and then use them to cause fatal injuries to his enemies. While he is using this fighting skill, for four seconds only, Ryu becomes invincible. However, this power of invincibility will not work when you have other items in your possession.



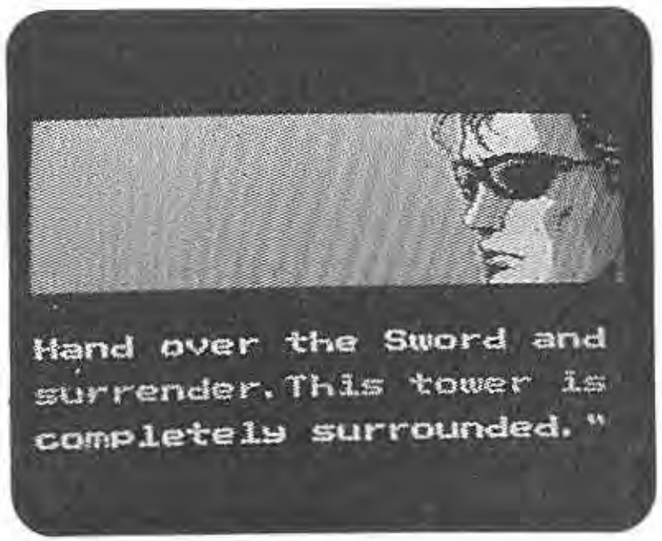
Ryu Hayabusa

Ryu was born in the House of Hayabusa which is a branch of the Dragon Clan. Once before, Ryu was engaged in a fierce battle with Jaquio over the statues of the evil demon, and was able to come out the victor only after a very difficult battle. Ryu is known also as the "Ninja Dragon," and he is in possession of the secret "Dragon Sword."



Irene Lew

Irene is one of the CIA's top secret agents. She first met Ryu a year ago, when they were both trying to defeat Jaquio. After their battle with Jaquio ended, she was assigned to a new top secret mission.



Robert T.S.

This mysterious man, whom Ryu meets during the game, wants to use the Dragon Sword together with Ryu. What could his motive possibly be?

Ashtar – the evil lord

Ashtar, the leader of the Demon clan, is planning to bring back the Sword of Chaos and open the "Gate of Darkness." By using the underworld power that comes from the Gate of Darkness, Ashtar is scheming to gain absolute power and rule over the world.

Dando — the cursed

Dando

Ashtar gathered up the wandering spirits of the Vikings, ancient warriors who were lost in sea battles, and gave them new life as a monster under his control. He is especially skilled in hand to hand combat.

Baron Spider

One of the scientists at the Xabil Biological Research Institute was working on research into a new species of spider when he was bitten by one. As a result of this bite, the scientist was transformed into a creature that is half spider and half man. When this strange being comes on the attack, he can jump gracefully through the air and control his pet monster spiders just as if they were his own hands and feet.

Baron Spider

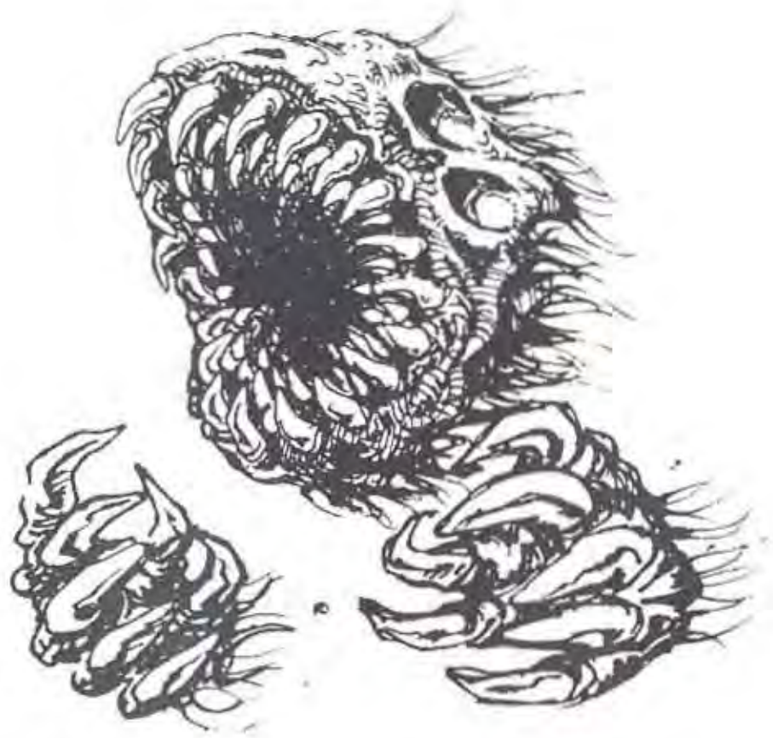
Funky Dynamite

Funky Dynamite

This cyborg was created based upon the giant commodore lizard. This creature is equipped with a high output propulsion mechanism and has fantastic mobility. It also has a fire bomb which it uses as a weapon when attacking.

Naga Sotuva — the underworld water dragon

From ancient times, this dinosaur has been living in the waters of the underworld. He attacks Ryu with his huge claws.



Naga Sotuva

CONTINUE

Even though Ryu has used up all of his energy and can't go on any longer, you still have another chance to get the enemy. Resolve to win the next battle, and then press the start button to continue playing from the beginning of the stage where Ryu was defeated.

Continue playing by pressing the start button

MEMO

MEMO

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This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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